SEGA

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JVC MUSICAL INDUSTRIES, INC

CENTER RING
★ B O X I N G ★

SEGA SATURN™

T-6005H

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SEGA
SEAL OF
QUALITY

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS
K-A
AGES 6+

WARNINGS
READ BEFORE USING YOUR SEGA SATURN

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician before playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor or the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.
The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

☐ The Sega Saturn disc is intended for use exclusively on the Sega Saturn™ system.
☐ Do not bend it, crush it, or submerge it in liquids.
☐ Do not leave it in direct sunlight or near a radiator or other source of heat.
☐ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
☐ Keep your Sega Saturn compact disc clean. Always hold the disc by the edges and keep it in it's case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

CENTER RING
★ BOXING ★

CONTENTS

PRESS START BUTTON

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Ladies and Gentlemen

Welcome to the world of boxing! Your goal is to topple "The Champ," a perfect fighter who was born to be the champion of the world. Your quest for victory is no easy road, 30 other boxing wonders stand in your way and await your challenge. Take them on one at a time, or skip the ones that seem "unworthy" of challenging someone of your caliber. Remember, the more boxers you challenge, the better you become. Working on your jabs, hooks and uppercuts along with your blocking and footwork won't be enough. You must also master devastating multi-hit combos. Then and only then, will you have a shot at defeating the Champ! Will you be good enough? Or will you just be another statistic on the Champ's record!?

Powering up the Sega Saturn™

1. Set up your Sega Saturn by following the instructions in the hardware manual. Plug in the controller.

2. Turn on your TV or monitor, and then turn on the Sega Saturn by pressing POWER. Soon, the Sega Saturn logo will appear on the screen, followed by the Sega Saturn control deck.
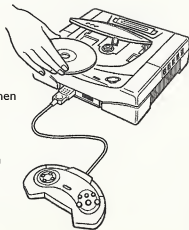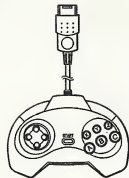

NOTE:
If nothing appears onscreen, turn the Sega Saturn OFF. Check the Sega Saturn hardware manual to make sure it is set up correctly, and then turn it ON again.
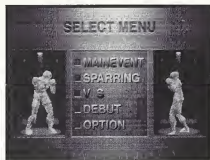
Starting the Game

1. Open the CD tray by pressing the OPEN button.
2. Place the *CENTER RING BOXING* CD in the tray, label side up. Lightly press it into place.
3. Close the tray lid by pressing it down gently.
4. Press start at the title screen.

Main Menu

Select the mode you wish to play, then press C.

> *Main Event*
> *Sparring*
> *VS (Versus)*
> *Debut*
> *Option*

When boxers have not been created, only Debut and Option modes may be selected.

Debut

Registering or Retiring a Boxer

> *Debut:*   Register o boxer.
> *Retire:*   Retire o boxer.
> *Exit:*   Go back to Main Menu.

A maximum of 10 boxers may be registered and saved at the same time. If there are 10 boxers already registered and you wish to register another boxer, one of the already existing 10 must be retired to make room for the new one. Please see page 7 for more information on retiring a boxer.

Control Pad Functions

Button Controls

Start:	Pauses the game.
A button:	Guard
B button:	Straight punch/Get up from a knockdown
C button:	Hook punch/Register commands
B&C:	Uppercut
Y&Z:	Not Used
X with direction key:	Taunt
L/R:	Change viewing angle

Creating Boxers

Boxers are created and registered by players using the Debut mode.

Division/Gender

Select the division and gender of the boxer to be created. The different divisions decide the weight range and class of the boxer. Press LEFT/RIGHT to choose the division. Press DOWN to select the gender of the boxer. Press LEFT/RIGHT to select MALE or FEMALE.

OK:	Registers the division and gender of the boxer.
EXIT:	Go back to the main menu.

Selecting Attributes

Every characteristic of the boxer is selected on this screen. You may start anywhere in the parameter. Changes may be made any number of times. The boxer is shown in the upper left portion of the screen.

Attributes

HEAD: There are eight heads to choose from for the male boxers and three different heads for the female boxers. The head that is selected will determine the color of the skin.

HEIGHT: The height of the boxers can be adjusted between 164cm to 186cm.

WEIGHT: The range of weight for the boxers is determined by their division.

COLOR: There are five colors to choose from for the color of the boxers' trunks.

HAND: Used to determine if the boxer is right or left handed.

Speed, Power, and Stamina

•Use left and right to increase and/or reduce the abilities of the boxer. The three gauges are connected, so if one gauge goes up the other two will go down.
•Increasing speed will result in faster punches and quicker footwork.
•Increasing power will result in harder hits, causing your opponent more damage.
•Increasing stamina will give your boxer more strength to take punches.

It's up to the player to choose whether they want their boxer to be fast, powerful, or totally balanced. Consider all these elements when creating a boxer.

OK:	To Register the boxers' attributes.
EXIT:	Go back to main menu.

Naming a boxer

Up to 16 letters, numbers, or symbols can be used for the boxer's name. Use the control pad in any direction to move the cursor.

OK:	To register the boxer's name.
EXIT:	To go back to the previous screen.

Retiring a boxer

Retire an unwanted boxer, or to make room for another boxer.

Next:	Goes to next boxer.
Prev:	Goes to previous boxer.
Retire:	Selects that boxer to be retired.
Exit:	To go back to the main menu.

After selecting a boxer to be retired, the cursor must be moved to YES or NO, to complete the selection.

YES:	To retire the selected boxer.
NO:	To cancel retirement for the selected boxer.
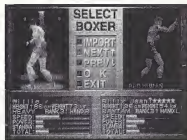
Importing A Boxer

A boxer created on one Saturn can be brought to another Saturn using the Backup RAM.

1) Save the data from the main RAM to the Backup RAM on the Save Data Managing Screen.
2) Insert the Backup RAM from your Saturn into the one you wish to import your boxer to.
3) Start the game and go to the boxer selection screen in VS Mode.
4) Choose Import.
5) Select your boxer and start the match.

NOTE: The IMPORT option is only used for the VS mode.
An imported boxer may not be used in SPARRING or MAIN EVENT.
Once a player selects "IMPORT," the saved boxers in the internal backup RAM will be made unavailable. They will be made available again only if the versus mode is left, then returned to.

Moving your boxer:

Up: Moves towards the opponent. Press twice to dash forward.
Down: Moves away from the opponent. Press twice to skip back.
Right: Moves to the right. Press twice to side step to the right.
Left: Moves to the left. Press twice to side step to the left.

Attack:

Types of punches

B: Straight punch.
C: Hook punch.
B+C: Uppercut.

Combination of punch button and direction key

Punch only:	* Left/Right punch to face
Punch+Left:	Left punch to face
Punch+Right:	Right punch to face
Punch+Up:	Right long punch to face
Punch+Left/Up:	Left long punch to face
Punch+Right/Up:	Right long punch to face
Punch+Left/Down:	Left punch to body
Punch+Right/Down:	Right punch to body
Punch+Down:	Right punch to body

* This depends on whether your boxer is left or right handed. This is the jab.

Defend:

A button (Guard)

Guard only:	Guard face
Guard+Left:	Sway to the left
Guard+Right:	Sway to the right
Guard+Down:	Guard body
Guard+Up:	Duck
Guard, Guard+Up:	Dash and duck

NOTE: When attacking and/or defending with Up, Right, Left, or Down and a button, the direction and button must be pressed at the same time.

Fighting Modes

There are three types of fighting modes in this game.

Main Event: **
This is the main feature of the game. The player must defeat 31 highly ranked boxers to become the World Champion.
Your boxer will improve as he/she moves up in the ranks.

Choose a registered boxer to play:

Next:	Goes to the next boxer.
Prev:	Goes to the previous boxer.
OK:	Select boxer.
Exit:	Goes back to main menu.

Choose an opponent:
The window in the upper left of the screen shows your rank on the left, and the rank of your opponents on the right. Depending on your rank, the number of boxers you can challenge varies.

Next:	Goes to the next boxer.
Prev:	Goes to the previous boxer.
OK:	Selects your opponent.
Exit:	Returns to Choose A Registered Boxer

Training:
Increase your strength, power, and stamina accordingly before a bout.

Sparring:
Practice against the various boxing styles. Your boxer does not improve in this mode.
Three levels of difficulty are available to choose from:

Easy:	The power, stamina, and speed of your opponent will be less than yours.
Normal:	The power, stamina, and speed of your opponent will be the same as yours.
Hard:	The power, stamina, and speed of your opponent will be greater than yours.
Exit:	Goes back to the menu screen.

Select a registered boxer:

Next:	Goes to the next boxer.
Prev:	Goes to the previous boxer.
OK:	Selects the boxer.
Exit:	Goes back to main screen.

The Challenger

The boxer shown on the right is your challenger.

Next:	Goes to the next boxer.
Prev:	Goes to the previous boxer.
OK:	Selects the boxer to spar with.
Exit:	Goes back to the main sparring menu.

Versus Mode:
Two player mode/head-to-head competition against a friend.

Player 1:   Blue Corner

Import:	Reads data in the Backup RAM.
Next:	Goes to the next boxer.
Prev:	Goes to the previous boxer.
OK:	Selects the boxer.
Exit:	Goes back to main menu.

Player 2:   Red Corner
    * The second player may use the same boxer as the blue corner. Use the second controller to select.

Import:	Reads data in the Backup RAM.
Next:	Goes to the next boxer.
Prev:	Goes to the previous boxer.
OK:	Selects the boxer.
Exit:	Goes back to the main menu.

**   In main event, the round and length of the rounds are set. They cannot be changed using the options menu.

Game Screen

Time Display:
Displays the time remaining in a round. In Sparring and
VS modes, the length of each round is adjustable(upper right corner).
Read the OPTIONS section for more details.

Round Number:
Shows which round the bout is in(upper left corner of screen). First number is the current round. Example: Round 1 of 4.

The Three Damage Meters

D (Damage)   This meter shows how much damage your fighter has
              taken. When it reaches 0, your fighter will be knocked
              down. Always keep an eye on this meter, and stay back to
              recover your health.

P (Power)   This meter shows how strong your fighter can punch.
              When it gets low, your fighters punches will not be as
              effective. Retreat to recover your power.

O (Overall)   This shows your fighters overall condition. This meter will
              shorten whenever you have to recover your DAMAGE or
              POWER meters. The speed and amount of recovery
              depends on this meter. When this meter is near 0, your
              fighter may be knocked out so be careful.

NOTE: The above three meters will recover between rounds. The
              amount of recovery depends on your fight statistics.
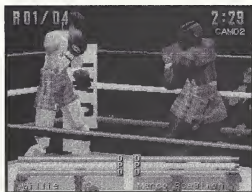
Pause and Forfeit

Whenever you press the START button during a bout, the game
will be paused. At the PAUSE screen, you can choose to resume or
to throw in the towel.

Start Button	Pause
Fight	Resume
Towel	Forfeit

* If you forfeit a fight, it will be counted as a TKO.

Between Rounds

Fight Statistics: Between rounds, the fight statistics for the past round and
the entire fight are displayed.

PUNCHES THROWN
PUNCHES LANDED
LANDED/THROWN
KNOCKDOWNS

Fight	To resume the fight
Video	Playback the last round

* For more info on the video mode, see pg. 14

Rules of the Game

If any of the following things happen during a fight, the fight is over.

KO- If a fighter can not get back up in 10 seconds

TKO- If a fighter is knocked down 3 times in a round

DISQUALIFY- If a fighter gets too close to a downed opponent and ignores the referee's warning.

*When a fighter is too close to a downed opponent, the following 3 steps will be taken.

1) Back Away: A warning to back away. This will not affect the outcome of a fight.

2) Deduction: If the BACK AWAY warning is ignored, points will be deducted from the fighters scorecard. This can affect the outcome.

3) Disqualification: If the deduction warning is ignored, the fight will end immediately and the fighter is disqualified.

Video Mode

If you choose the VIDEO option between rounds, you will enter the video mode.

VTR options- The last round can be played back in its entirety. Toggle the directional pad left or right to move between icons.

START- Takes you back to the start of the round.

FAST FORWARD- Fast forwards the tape.

STOP- Stops the playback.

PLAY- Plays back the tape. By holding the C button and pressing left and right, the playback speed can be adjusted between 10% and 200%.

CAMERA CONTROLS - Adjusts the camera angle to view the playback.

ANGLE ADJUST- Hold the C button and press Up, Down, Left or Right to move the camera.

ZOOM- Hold the C button and press Up and Down to zoom in to the action.

EXIT- Exits from Video Mode, and returns to the fight.

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Build and Boxing Styles

There are many styles of boxing which depend on a boxers' build, strength, personality and other attributes. In Center Ring Boxing, there are five styles which are assigned according to the boxers' height and weight.

HT. & WT.	STYLE	DESCRIPTION
Tall+Light Mid+Light Tall+Mid	DETROIT	The left arm is held horizontally at the waist. The right arm is held next to the face.
Tall+Mid Mid+Light	OSCAR	A style in between Detroit and Open.
Tall+Heavy Mid+Mid Short+Light	OPEN	The right and left hands are raised to the ears and held open.
Mid+Heavy Short+Mid	PHILADELPHIA	A style in between Open and Peek-A-Boo.
Mid+Heavy Short+Heavy Short+Mid	PEEK-A-BOO	Both arms are held up to the face, and held close to the body.

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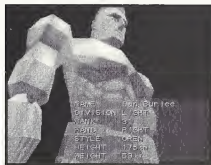
Starting Statistics

Boxing styles not only differ in the poses and special punches, but in the starting statistics too. As you can see, the different styles have different advantages.

It is very important to know your statistics before a match. For example, if you are a Detroit style boxer, you could use your fast footwork to keep a safe distance from your opponent and use a "Hit and Run" strategy. If you were a Peek-A-Boo style boxer, you could use your superior strength and constantly rush your opponent, looking for a knockdown.

Starting statistics can be adjusted while your boxer grows, and the most important things to keep in mind are how you want to fight and how you should train to get statistics useful for that style.

Saving

The boxer's data and fight results are automatically saved during the game. The data is saved at the following times, so take care not to interrupt this process by turning the Saturn off before it can save.
• When a new boxer is made (After you name a boxer and choose OK)
• When you retire a boxer (After you choose YES to confirm retirement)
• When a fight ends (After the word WINNER is displayed)

Options

The following options are available on the OPTION menu.

CREDIT	Switches from the metric system to American measurements. cm, kg to feet/inch, lbs.
ROUNDS	Choose how many rounds are in a bout. Choose from 1 to 12 rounds. This affects the VS mode and Sparring mode.
LENGTH	Choose how long a round is. Choose from 1 to 3 minutes. This affects the VS mode and Sparring mode.
BGM	Turns the Background Music on or off
SOUND	Choose from STEREO or MONO
CONTROL	Choose from 3 pre-set button configurations
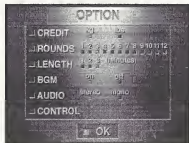
Boxer Profiles

Here are a few boxers that appear in the game.

K.B. Sherar
USA
Age: 38
A professional boxer for 20 years. His reason for staying in boxing is "because I can't start to do something else now. I might as well keep doing this as long as I can." In recent years he has dropped in and out of the top 30 rankings, but considering his age, he's not doing bad.

Sergei Andropov
Russia
Age: 22
Known as a tremendous hitter ever since his debut. He reportedly shaves the word "Russia" in the back of his head before every match which has become his trademark. He boasted that if anybody could read it during a match, he would perform a Cossat dance. But since he was such a slow fighter, everybody was able to read it.

Marco Scaglione
Italy
Age: 19
Known for his cautious fighting style as much as his famous family. His favorite style is to use his footwork to stay away from his opponent and to throw small punches to whittle away their strength. Some would say that he is just quick on his feet with no real power.

Big Ron Talay
Thailand
Age: 24
Formerly a competitor in the martial art of Muy Thai Kick Boxing. Because he can't use his skills in leg attacks, he is currently not developing in the boxing world as he had hoped. Often quoted as saying "If I could only use my legs, I'd have been champion a long time ago," he patiently waits for the day kicking will be allowed in boxing.

Julia Looquin
Spain
Age: 18
The daughter of a famous boxing champ of long ago. She was born with the instincts of a fighter, but the one problem is that she hates practicing. Her skills are mainly in using combos and footwork, but her lack of power and stamina are her weak points.

Kenny Anderson
USA
Age: 17
A newcomer who hasn't lost a fight since his debut. He is talked about as the next big thing in boxing due to his balanced skills. Although his trainer continues to emphasize defense as a necessary skill in boxing, Anderson's attitude is "I just have to knock them out before they can knock me out, right?"

Rose Dubee
UK
Age: 24
She is known for her style of continually attacking and never retreating. Her attitude is "if I get one good hit in there, it's worth getting hit 5 times." Known as the "Kamikaze Lady," she has gained a loyal following.

Ping Yi Tang
Hong Kong
Age: 20
She is a hungry boxer, which is rare these days. "Boxing is a business to me," Ping says. "When my ranking goes up, so does my fight money. That's why I try to get higher." Her main goal is to make it to the championship level where fight money reaches the millions.

Scottie Mahlay
Jamaica
Age: 25
A classic out boxer, his strength is strictly average, but the accuracy of his jabs and his defensive abilities have earned him several decisions. "Yeah, boxing is fun, if you win I guess," he says. "That's why my opponents never have any fun, huh?"

Toshi Sato
Japan
Age: 22
So far, he has come back from impossible odds to win several fights. His stoic demeanor has earned him a reputation of being cold and humorless. But the brief smile he flashes whenever he wins a fight has drawn the attention of many female fans.

The Champ
Origin Unknown
Age: Unknown
Everything about him is perfect. He was born to become a boxing great. He himself seems to have realized this, and officially changed his name to "The Champ" before his debut fight. In a five fight span, he made it a reality. He has successfully defended his title 20 times. Will anybody ever take it away from him?

Hints and Tips

1. When fighting someone that is opposite-handed from you, stay back and get used to it before you go and attack.

2. In decisions, you get more points for accuracy than damage. So be very careful not to throw punches carelessly.

3. Concentrate on using footwork to pull the opponent around the ring and force him/her to miss punches. This way you can force them to use their stamina.

4. When caught in a flurry of punches, always remember that retreating is a part of good strategy.

5. If you get knocked down, don't stand up right away. Wait until the 8 count to get some energy back. Then press "B" to get up.

CENTER RING BOXING CREDITS

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